

# Koralon

## Alien Invaders



Weapons	CC	Hit	Dam	Short	Hit	Dam	Med	Hit	Dam	Long	Hit	Dam	Ext	Hit	Dam
<b>Coraline Blade</b>		0	S												
Notes: One Handed, Melee, Armour Piercing (2)															
<b>Coraline Darts</b>		0	4	0	4										
Notes: One Handed															
<b>Coraline Shield</b>															
Notes: One Handed, -1 mod to Dam rolls when attacked from the front															
<b>Coraline</b>		0	S+1												
<b>Warstaff</b>															
Notes: Two Handed, Melee, Armour Piercing (2)															
<b>Heavy Coraline</b>		-1	S+1												
<b>Blade</b>			(x2)												
Notes: Two Handed, Melee, Armour Piercing (2)															
<b>Neutron Staff</b>															
Notes: Two Handed, Armour Piercing (2), Direct Template Weapon – Large Teardrop, Dam 6															
<b>Phasing Staff</b>		0	S												
Notes: see Phazon entry in the Koralon army list															
<b>Shard Bomb</b>				-1	4		-2	4			-3	4			
<b>Launcher</b>															
Notes: Two Handed, Indirect Fire, Ranged Template Weapon – Large Circular															
<b>Spine Blaster</b>		+1	4 (x2)												
Notes: One Handed, Direct Template Weapon – Small Teardrop															
<b>Splinter Rifle</b>		-1	5	0	5		-1	4							
Notes: Two Handed															

## Shooting Summary

Shooting Table										
Models SH	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Note that a natural 1 always fails and a natural 10 always passes.

### Shooting to Hit Modifiers

-1	Shooting unit has moved
-1	Size 1 target
+1	Size 4 – 5 target
+2	Size 6 – 7 target
+3	Size 8 – 9 target
-2	Speculative Shot

## Close Assault Summary

Close Combat Table										
Attackers AS	Defenders AS									
	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

### Close Combat to Hit Modifiers

-2	Unit is Panicked
+1	When Charging or Counter Charging
+1	When using a weapon in each hand
+1	Defending Cover
+2	Opponent is Panicked

## To Wound Summary

Damage Table										
Damage	Targets T									
	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

### Damage Modifiers

+1	Using a weapon in each hand
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## Moral Summary

Command Table										
Models CD	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

### Rally Check Modifiers

-1	If enemy units within Long Range and LOS
-2	If enemy units within Medium Range and LOS
-3	If enemy units within Short Range and LOS